IN THE CLAIMS:

1. (Currently Amended) A method for playout of packetized speech, comprising:

(a) expanding an active speech frame according to a voicing classification for said active speech frame;

(b) deferring truncation of an active speech frame; and

(c) truncating a silence frame.

2. (Original) The method of claim 1, wherein:

(a) said packetized speech includes CELP-encoded frames; and

(b) said truncating a silence frame includes truncating an excitation for said silence frame.

Claim 3 (Cancelled)

4. (Currently Amended) A method of frame playout expansion, comprising:

(a) classifying a received ~~an~~ active frame as one of (i) voiced, (ii) unvoiced, or (iii) transition;

(b) expanding an unvoiced frame by expanding an excitation for said unvoiced frame with a random fixed-codebook vector; and

(c) expanding a voiced frame by a multiple of the pitch of said voiced frame.

5. (Original) The method of claim 4, wherein:

(a) said frames are CELP-encoded frames; and

(b) said expanding a voiced frame includes expanding an excitation for said voiced frame by a multiple of the pitch of said voiced frame.

Claim 6 (Cancelled)

7. (Currently Amended) A receiver, comprising:

(a) an input for receiving CELP-encoded frames;

(b) a decoder coupled to said input; and

(c) a playout scheduler coupled to said input and configured to limit adaptation of said frames to expansion when an active frame is a voiced frame;

(d) said decoder performing expansion of a voiced frame in response to said playout scheduler, wherein said voiced frame expansion is a multiple of the pitch for said voiced frame; and

(e) said decoder performing truncation of a frame in response to said playout scheduler only when said frame is a silence frame.

Claim 8 (Cancelled)

9. (New) The method of claim 1 wherein said expanding is performed when a playout delay for a current frame is greater than a playout delay for the prior frame.

10. (New) The method of claim 1 wherein said deferring occurs when a playout is to

decrease.

11. (New) The method of claim 1 further comprising truncating said silence frame by a difference between a playout delay and a new playout delay.